

## ABSTRACT

An element of globe block game for stacking up to create a portion of a hollow globe-like body, comprises a plurality of interfaces defining along with a pattern on the hollow globe-like body. A relatively larger outer face boundary and a relatively smaller inner face boundary are defined by the interfaces, and both are usable for presenting a known or imaginary geographic information, star chart or picture therebetween. The pattern can be a set of longitude and latitude lines with a predetermined dividing ( $N^\circ$ ), the relatively larger outer face boundary having a longitude edge (**H1**) and a latitude edge (**L1s**) at a latitude that equals to the predetermined dividing ( $N^\circ$ ) multiplied by a predetermined number (**S**), that can be determined by:

$$\mathbf{H1} = (2 \pi \mathbf{R}) (N^\circ) \div (360^\circ); \text{ and}$$

$$\mathbf{L1s} = (2 \pi)(\mathbf{R})(\cosine (N^\circ \cdot \mathbf{S})) (N^\circ) \div (360^\circ);$$

and the relatively smaller inner face boundary also having a longitude edge (**H2**) and a latitude edge (**L2s**) at a latitude that equals to the predetermined dividing ( $N^\circ$ ) multiplied by a predetermined number (**S**), that can be determined by:

$$\mathbf{H2} = (2 \pi)(\mathbf{R-T0}) (N^\circ) \div (360^\circ); \text{ and}$$

$$\mathbf{L2s} = (2 \pi)(\mathbf{R-T0})(\cosine (N^\circ \cdot \mathbf{S})) (N^\circ) \div (360^\circ).$$